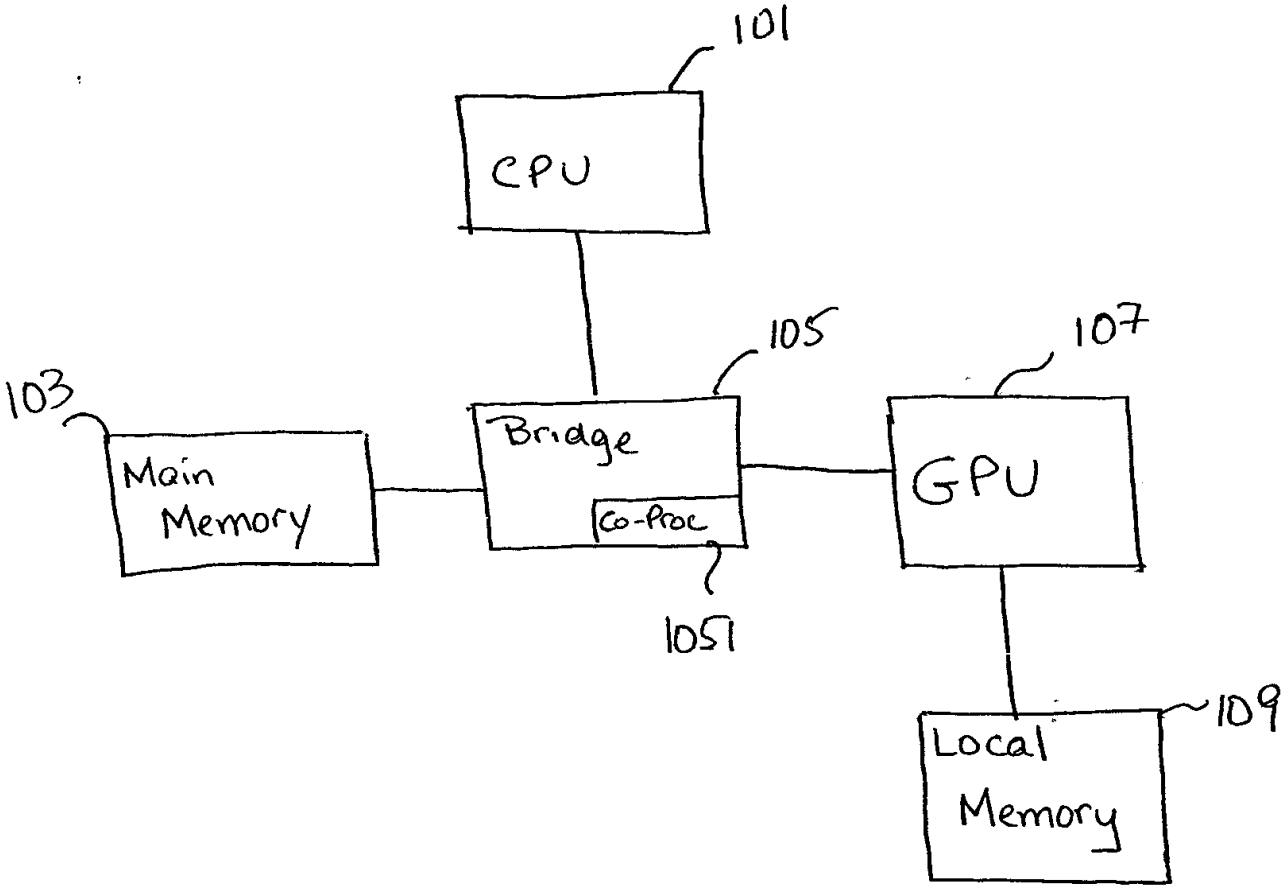
101
CPU
105
107
103
Bridge
Main
Memory
Co-Proc
GPU
1051
109
Local
Memory

Fig. 1

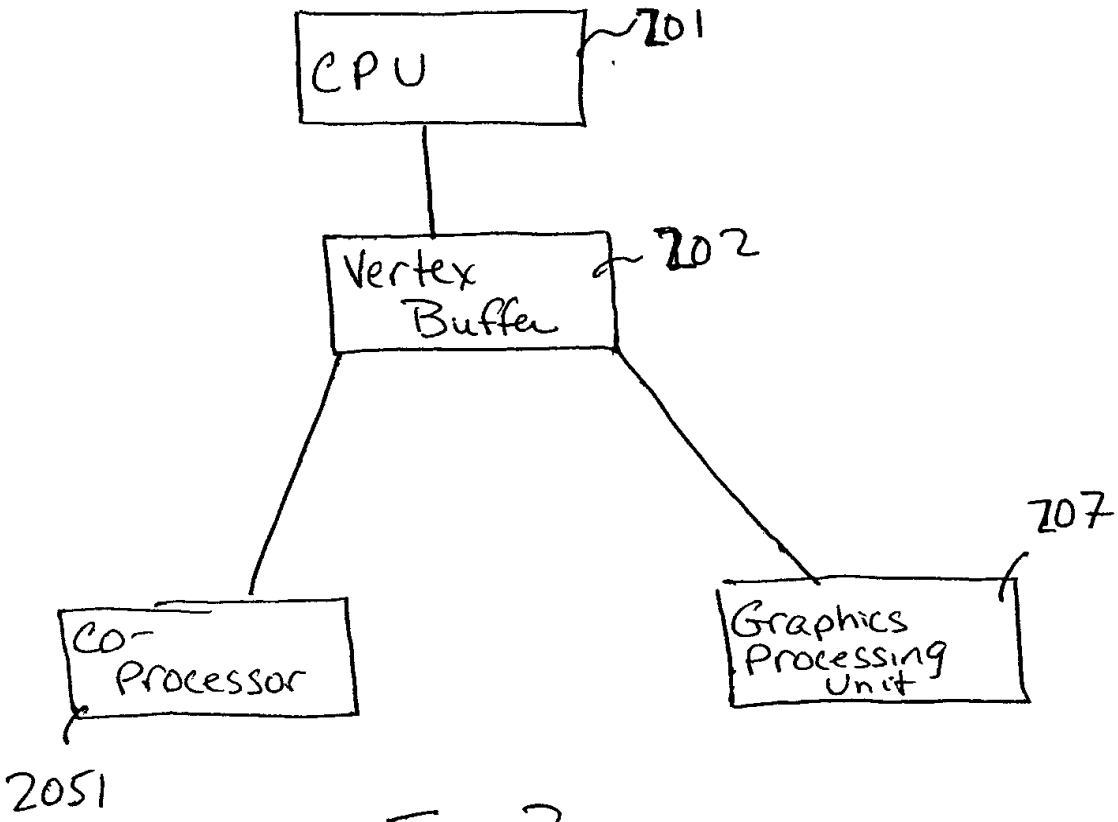
CPU
201
Vertex Buffer
202
Co-Processor
2051
Graphics Processing Unit
207

Fig. 2

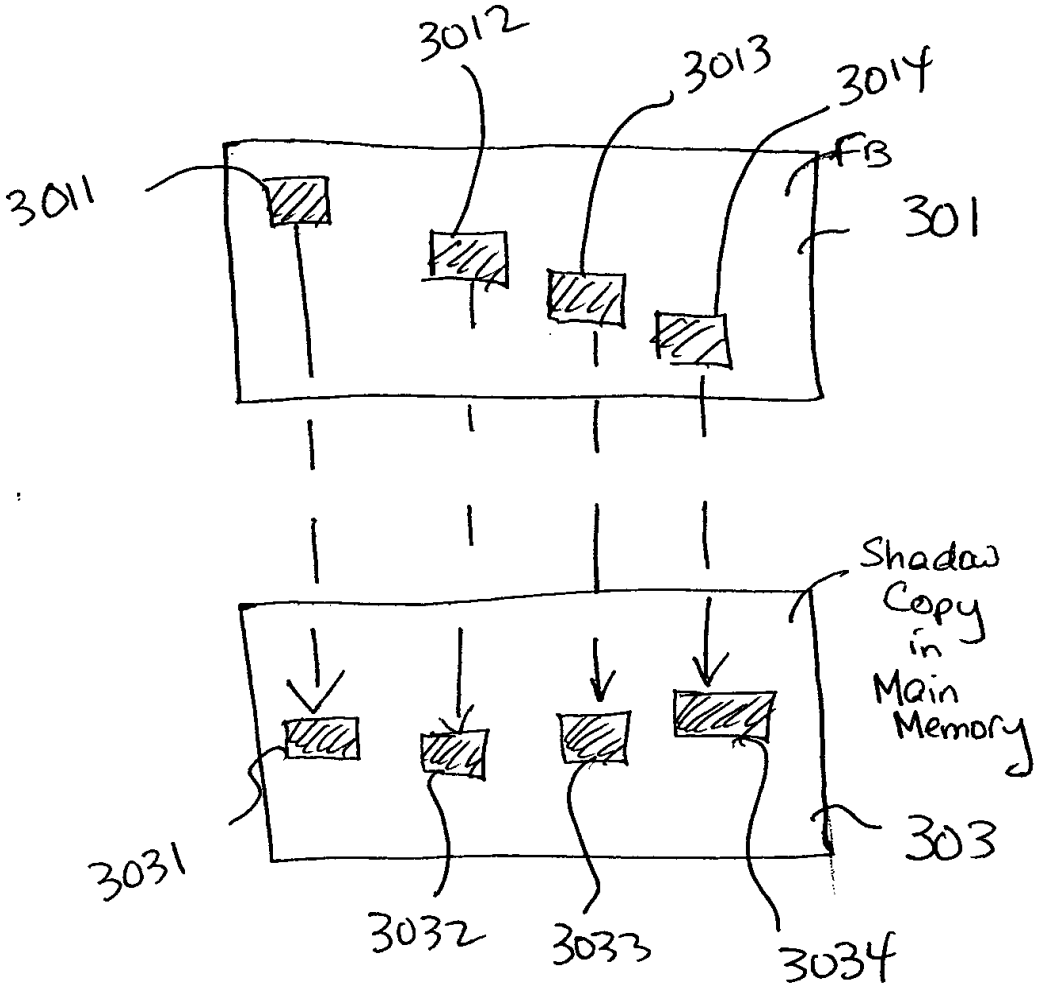
3012
3013
3014
FB
3011
301
Shadow Copy in Main Memory
303
3031
3032
3033
3034

Fig. 3

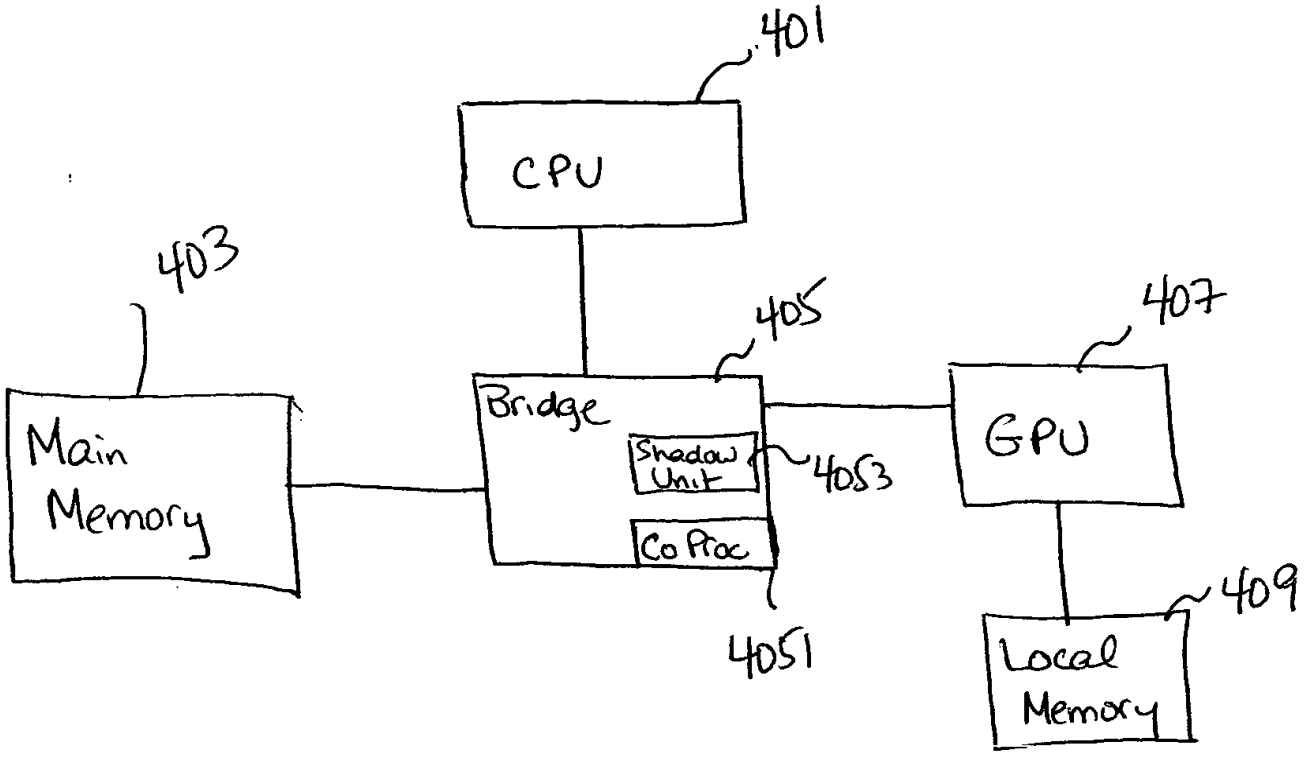
401
CPU
403
Main Memory
405
Bridge
Shadow Unit
4053
Co Proc
4051
407
GPU
409
Local Memory

Fig. 4

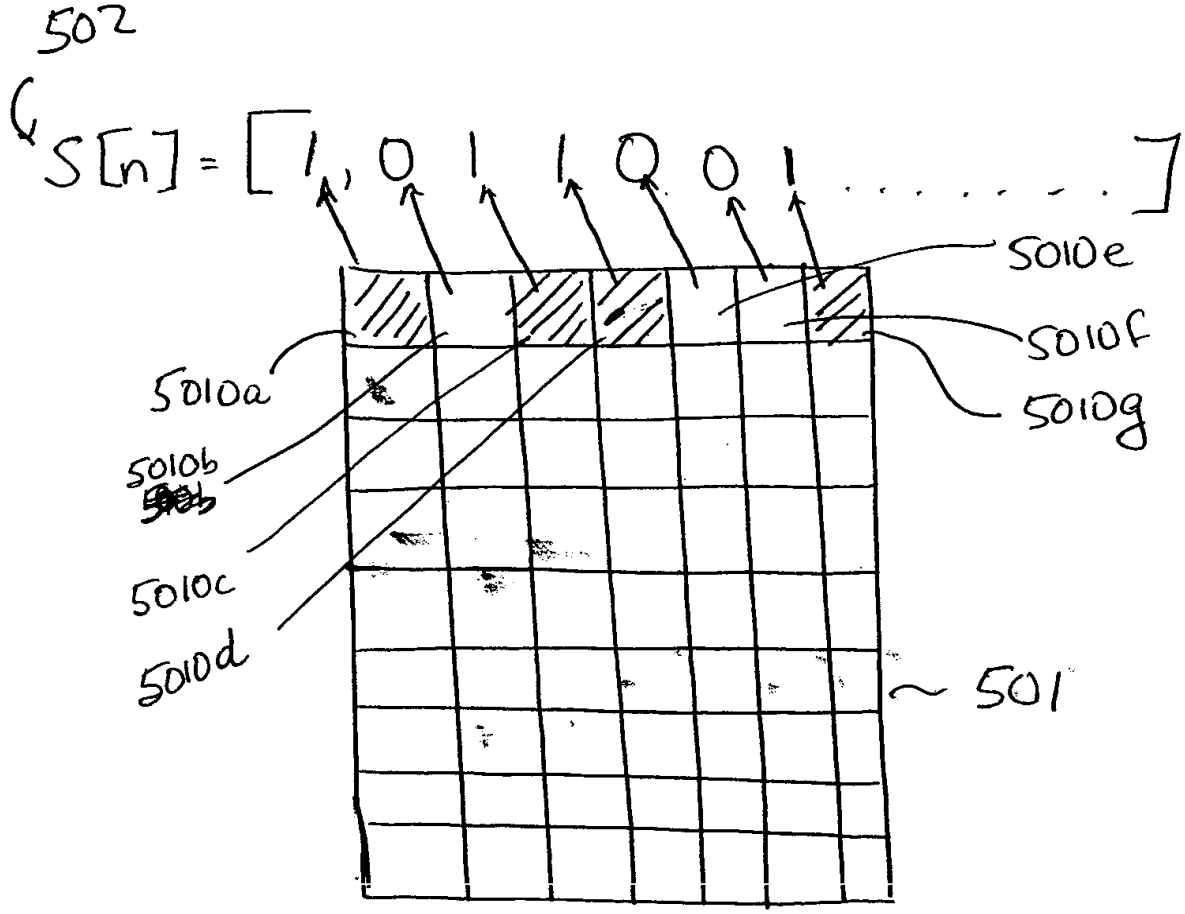
502
S[n] = [1, 0 1 1 0 0 1 .....]
5010e
5010f
5010g
5010a
5010b
5010c
5010d
501

Fig. 5

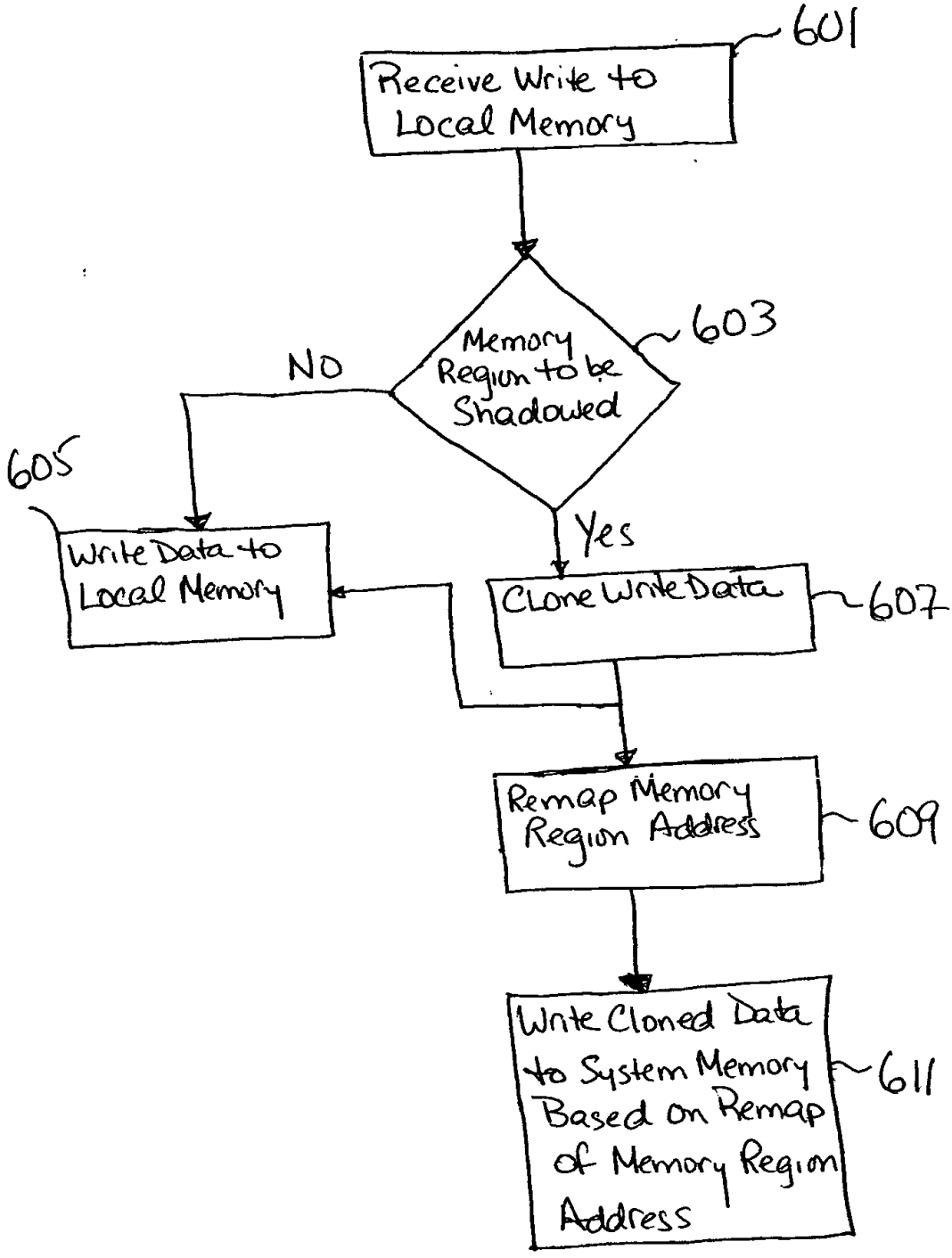
601
Receive Write to Local Memory
603
Memory Region to be Shadowed
NO
Yes
605
Write Data to Local Memory
Clone Write Data
607
Remap Memory Region Address
609
Write Cloned Data to System Memory Based on Remap of Memory Region Address
611

Fig 6